

What is claimed is:

1. A game performing method for executing a given game by controlling movements of characters constituting a character group in a game space and by generating an image of the game space, the method comprising:

setting a plurality of sample points in the game space;
calculating positions of the respective characters after a prescribed time when the characters keeps a present moving situation;

calculating arrival times of the characters up to the set sample points from the calculated positions as starting points;

recognizing areas pertaining to power of the character group on the calculated arrival times of the characters up to the respective sample points; and

controlling the movements of the characters on positions and/or magnitudes of the recognized areas in the game space.

2. The method as claimed in claim 1, wherein the recognizing the areas includes recognizing the areas on arrival times of the characters capable of arriving fastest to the set respective sampling.

3. The method as claimed in claim 1, wherein the recognizing the areas includes recognizing non-power areas which the power of the character group does not reach.

4. The method as claimed in claim 3, further comprising:

setting movement target positions on the recognized non-power areas,

wherein the controlling the movements of the characters includes performing control for moving the characters to the set movement target positions.

5. The method as claimed in claim 4, wherein the setting movement target positions includes setting the movement target positions in the recognized non-power areas.

6. The method as claimed in claim 1, further comprising:

selecting a character to be an object of control among the characters constituting the character group on the positions and/or the magnitudes of the recognized areas in the game space,

wherein the controlling the movements of the characters includes controlling movements of the character selected as the object of the control.

7. The method as claimed in claim 6,

wherein the given game is a compete type game, in which an attacking direction of the character group is previously

determined, and

the selecting the character to be the object of the control includes selecting the character to be the object of control with consideration of the attacking direction of the character group.

8. The method as claimed in claim 6,

wherein the given game is a ball game, and

the selecting the character to be the object of the control includes selecting the character to be the object of control with consideration of a position of a ball in the game space.

9. The method as claimed in claim 1,

wherein the character group includes a first character group and a second character group,

the recognizing the areas includes recognizing areas pertaining to power of each of the character group on the arrival times of the respective sample points, and

the controlling the movements of the characters includes:

controlling the movements of the characters constituting the first character group on the positions and/or the magnitudes of the recognized areas pertaining to the power of the second character group in the game space; and

controlling the movements of the characters

constituting the second character group on the positions and/or the magnitudes of the recognized areas pertaining to the power of the first character group in the game space.

10. The method as claimed in claim 1,
wherein the character group includes a first character group and a second character group,

the recognizing the areas includes recognizing areas pertaining to power of each of the character group on the arrival times of the respective sample points, and

the controlling the movements of the characters includes:

controlling the movements of the characters constituting the first character group on the positions and/or the magnitudes of the recognized areas pertaining to the power of the first character group in the game space; and

controlling the movements of the characters constituting the second character group on the positions and/or the magnitudes of the recognized areas pertaining to the power of the second character group in the game space.

11. A storage medium having information recorded thereon, when the information is loaded onto an operating device, the information making the operating device execute the method as claimed in claim 1.

12. A game apparatus for executing a given game by controlling movements of characters constituting a character group in a game space, and by generating an image of the game space, the apparatus comprising:

a point setting section for setting a plurality of sample points in the game space;

an inertia calculation section for calculating positions of the respective characters after a prescribed time when the characters keeps a present moving situation;

an arrival time calculation section for calculating arrival times of the characters up to the set sample points from the calculated positions as starting points;

an area recognition section for recognizing areas pertaining to power of the character group on the calculated arrival times of the characters up to the respective sample points; and

a movement control section for controlling the movements of the characters on positions and/or magnitudes of the recognized areas in the game space.

13. A data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

14. A program, when the program is loaded onto an operating device, the program making the operating device

execute the method as claimed in claim 1.